



1

FIG. 1

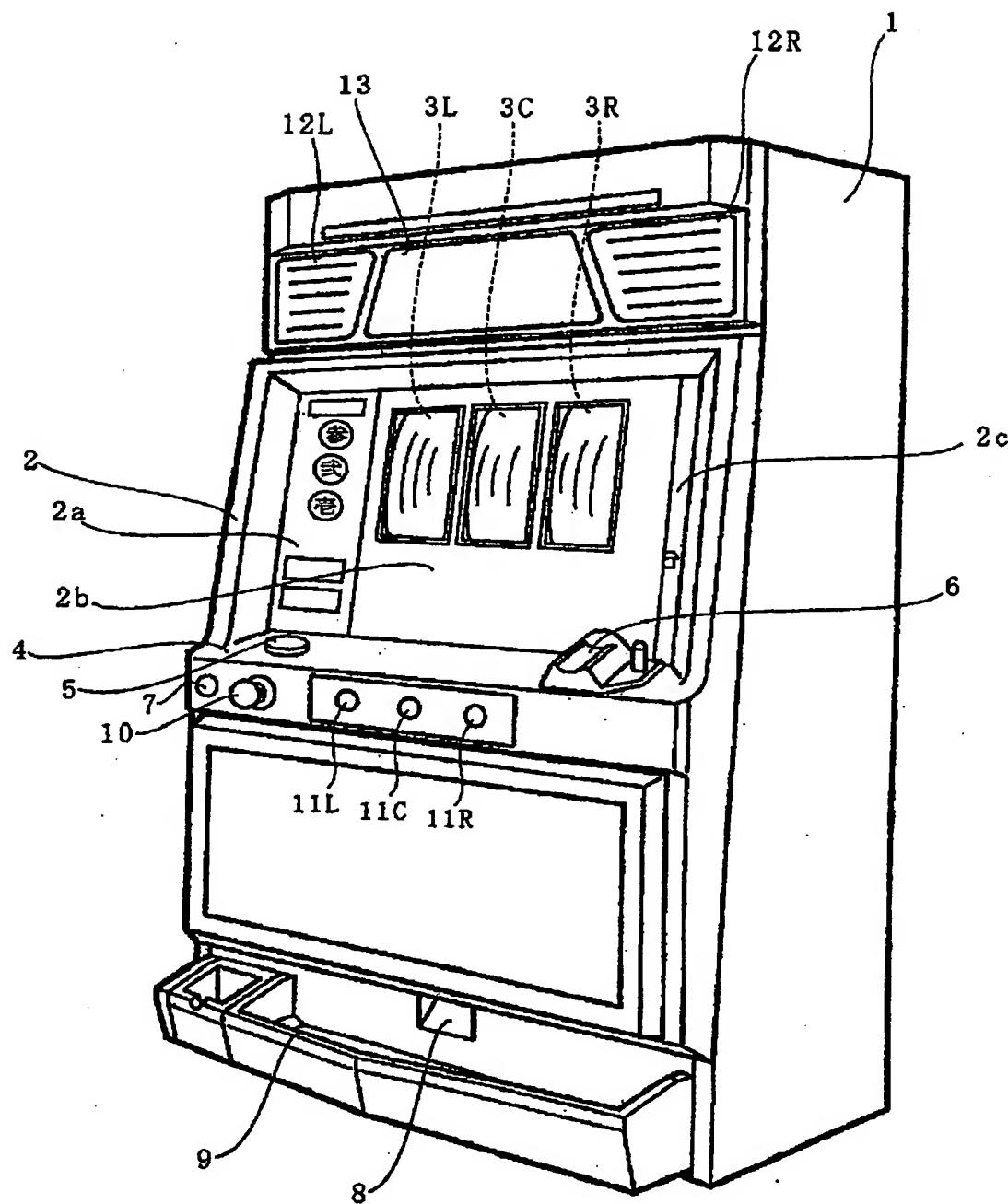


FIG.2

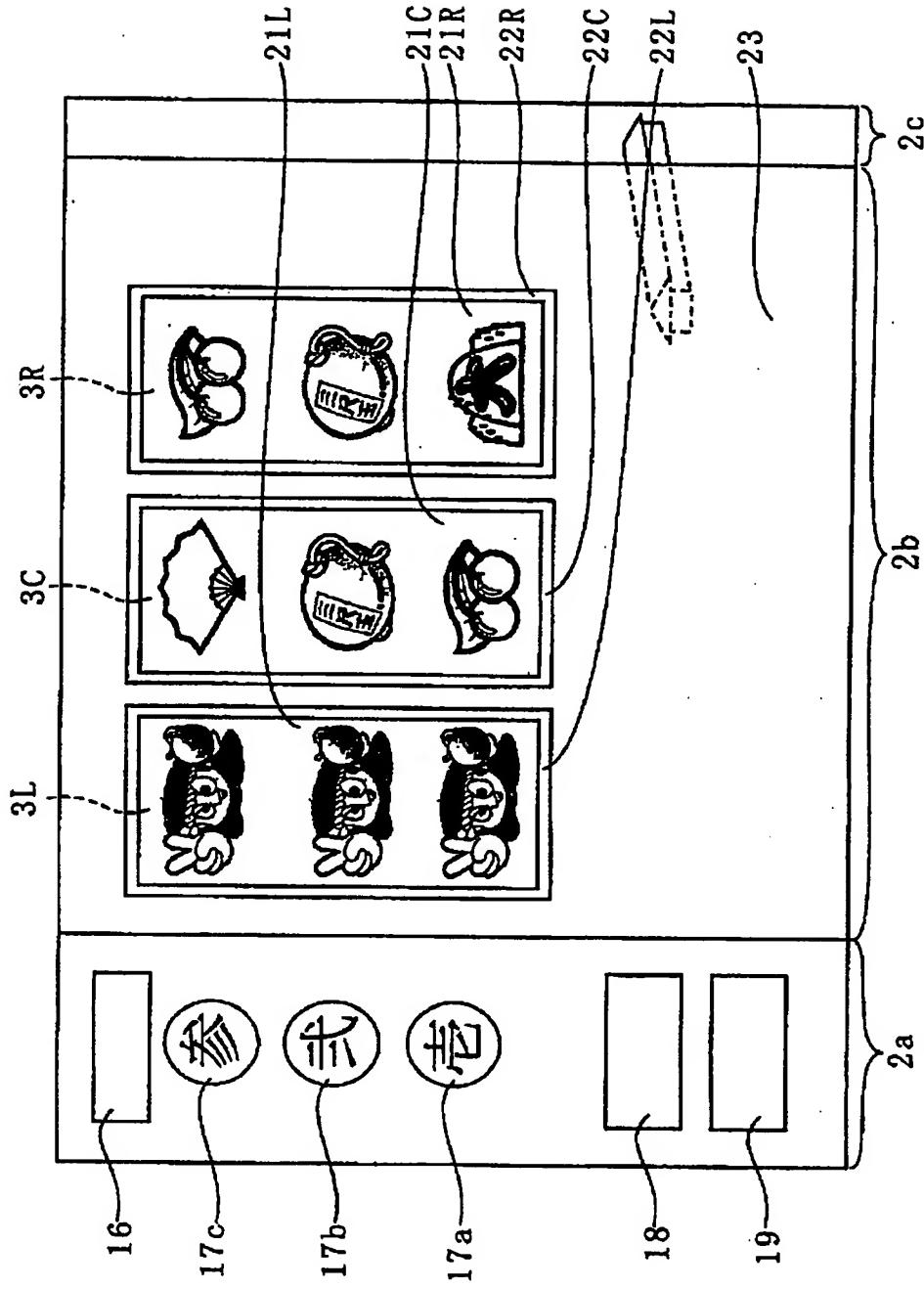


FIG.3

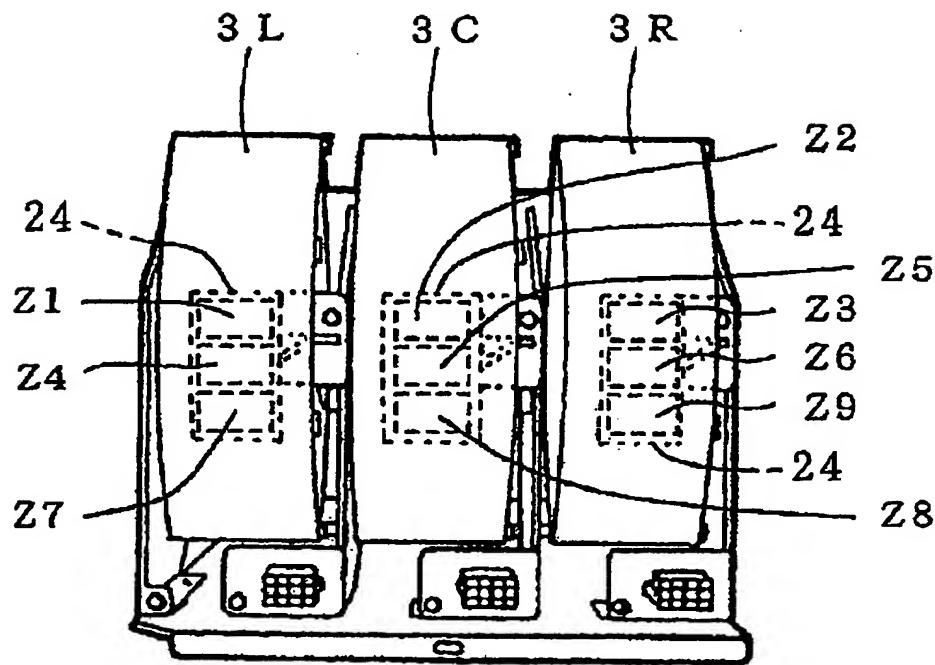


FIG.4

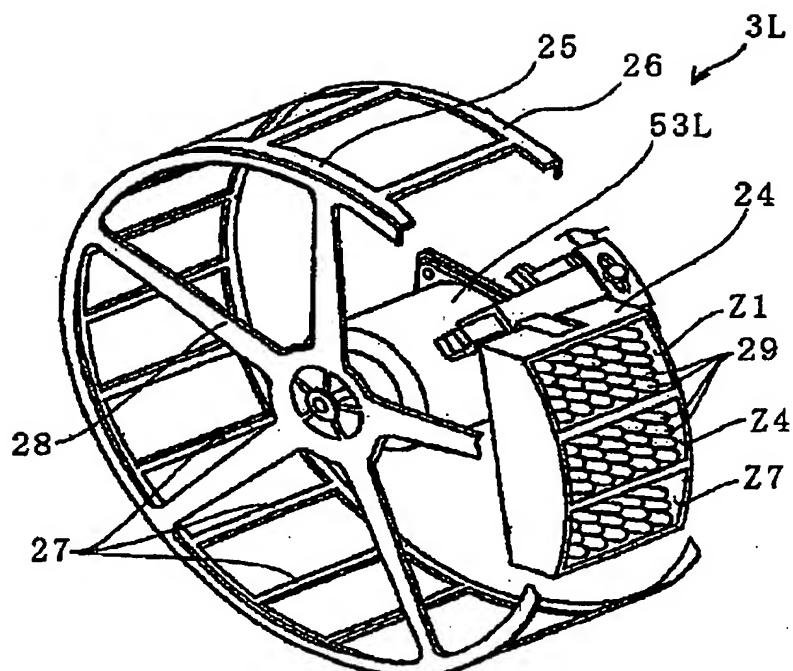
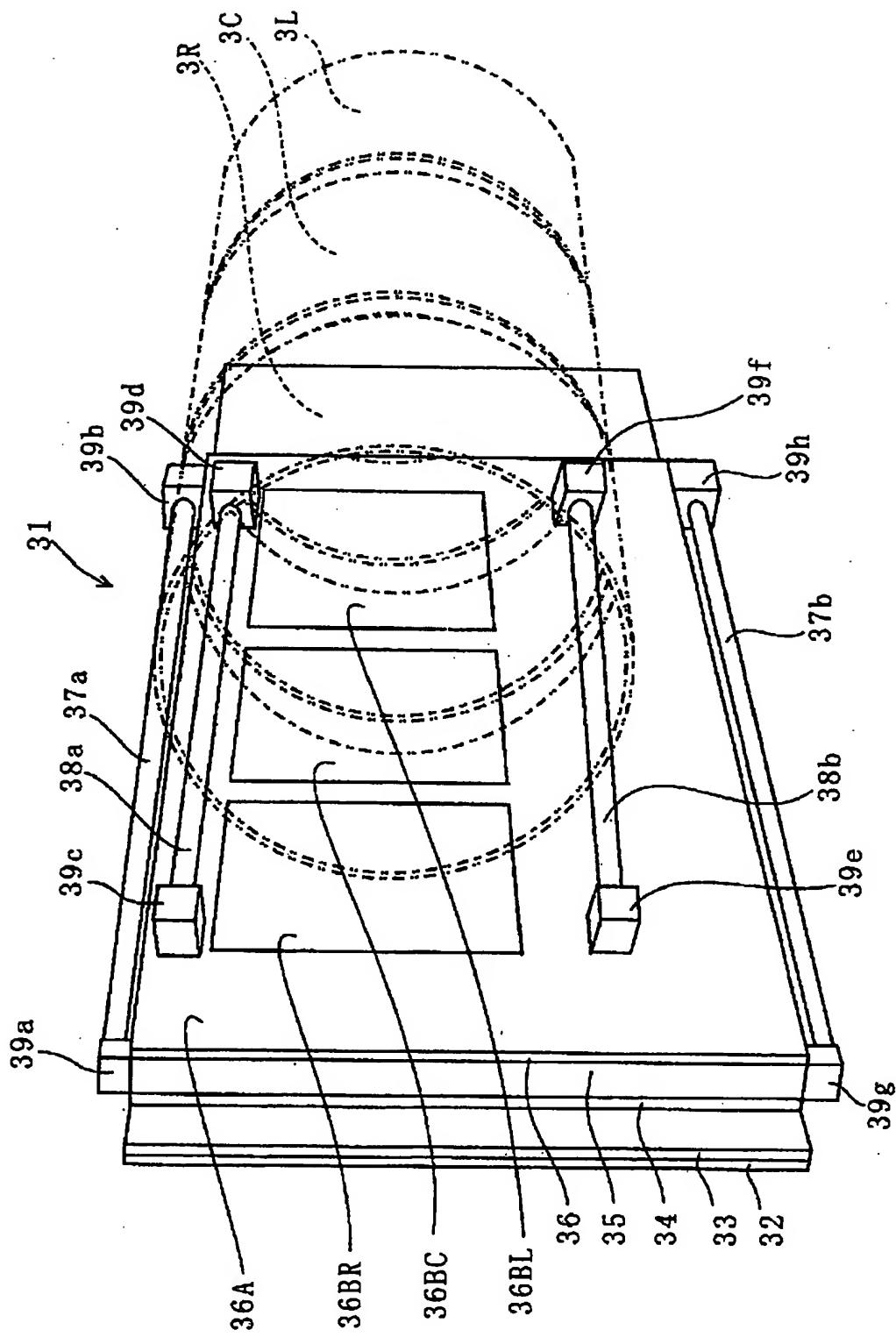


FIG. 5

4



5

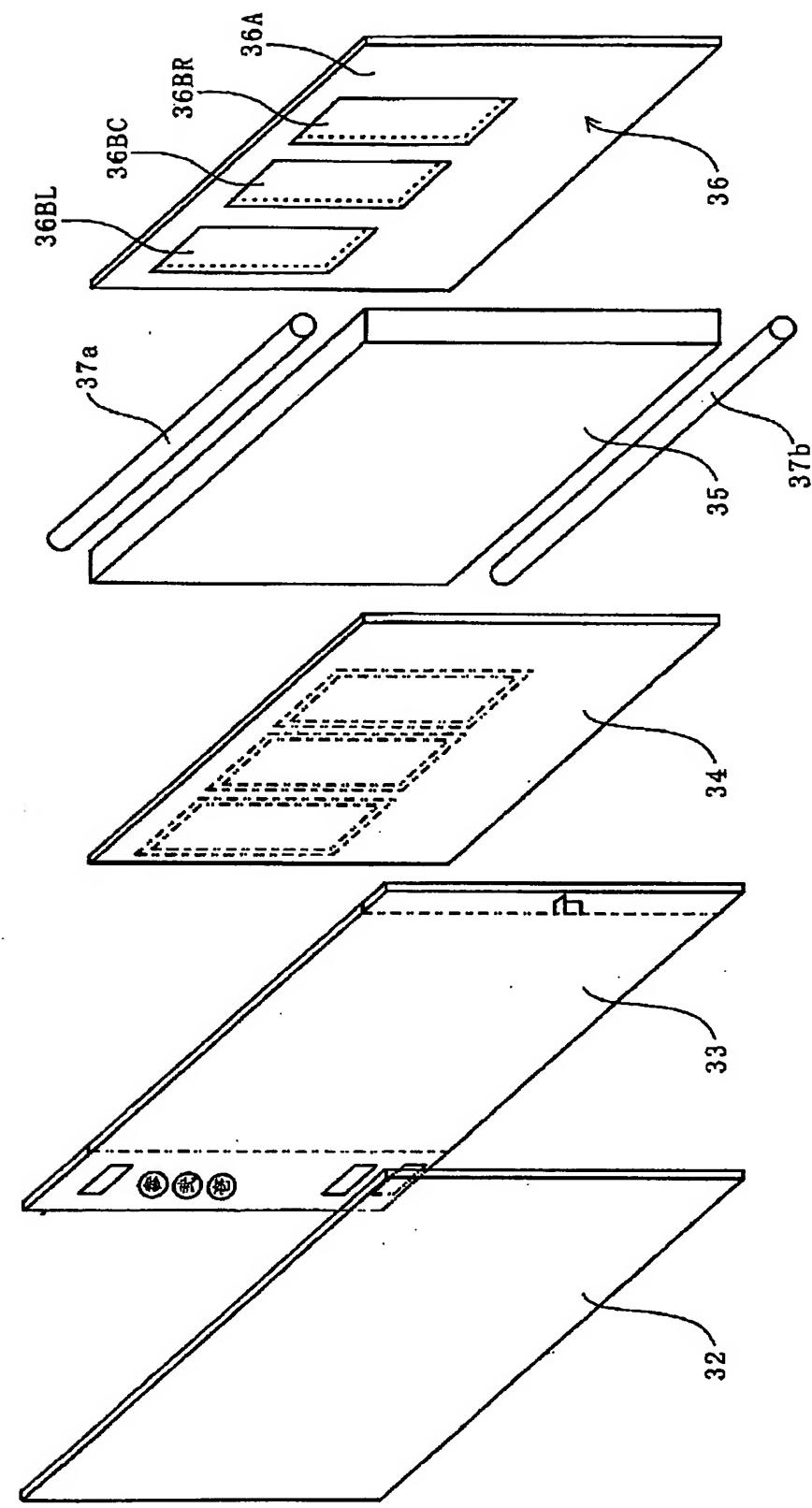


FIG. 6

FIG.7A WHEN LIQUID CRYSTAL EXISTING AT SYMBOL DISPLAY AREAS IS NOT DRIVEN

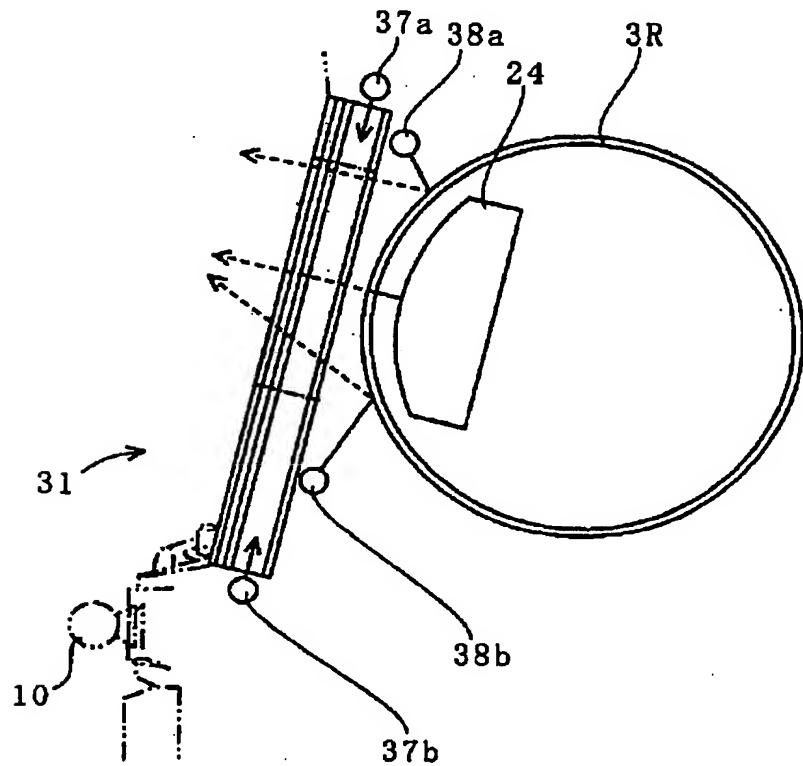


FIG.7B WHEN LIQUID CRYSTAL EXISTING AT SYMBOL DISPLAY AREAS IS DRIVEN

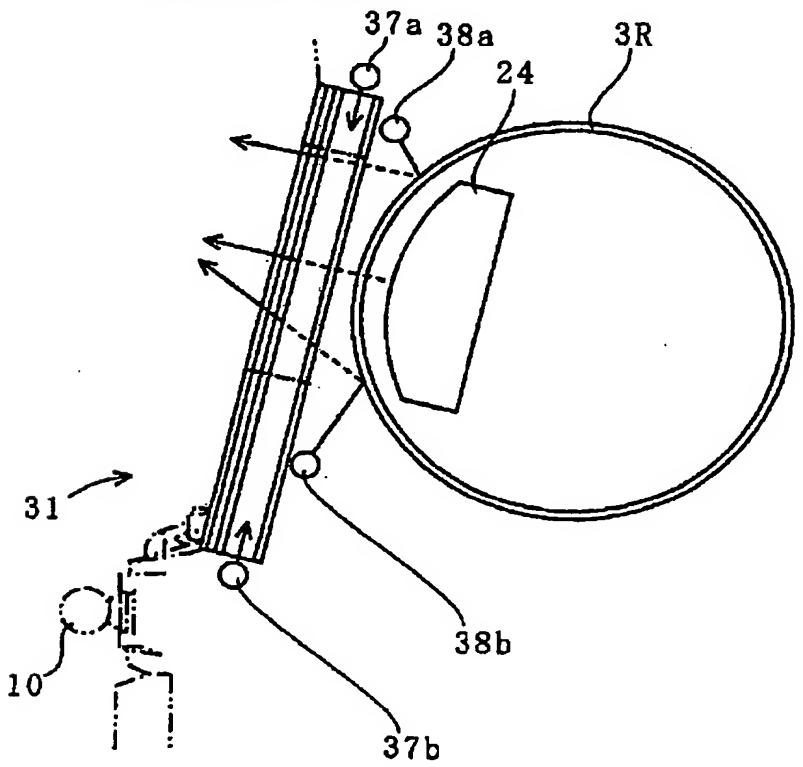


FIG.8

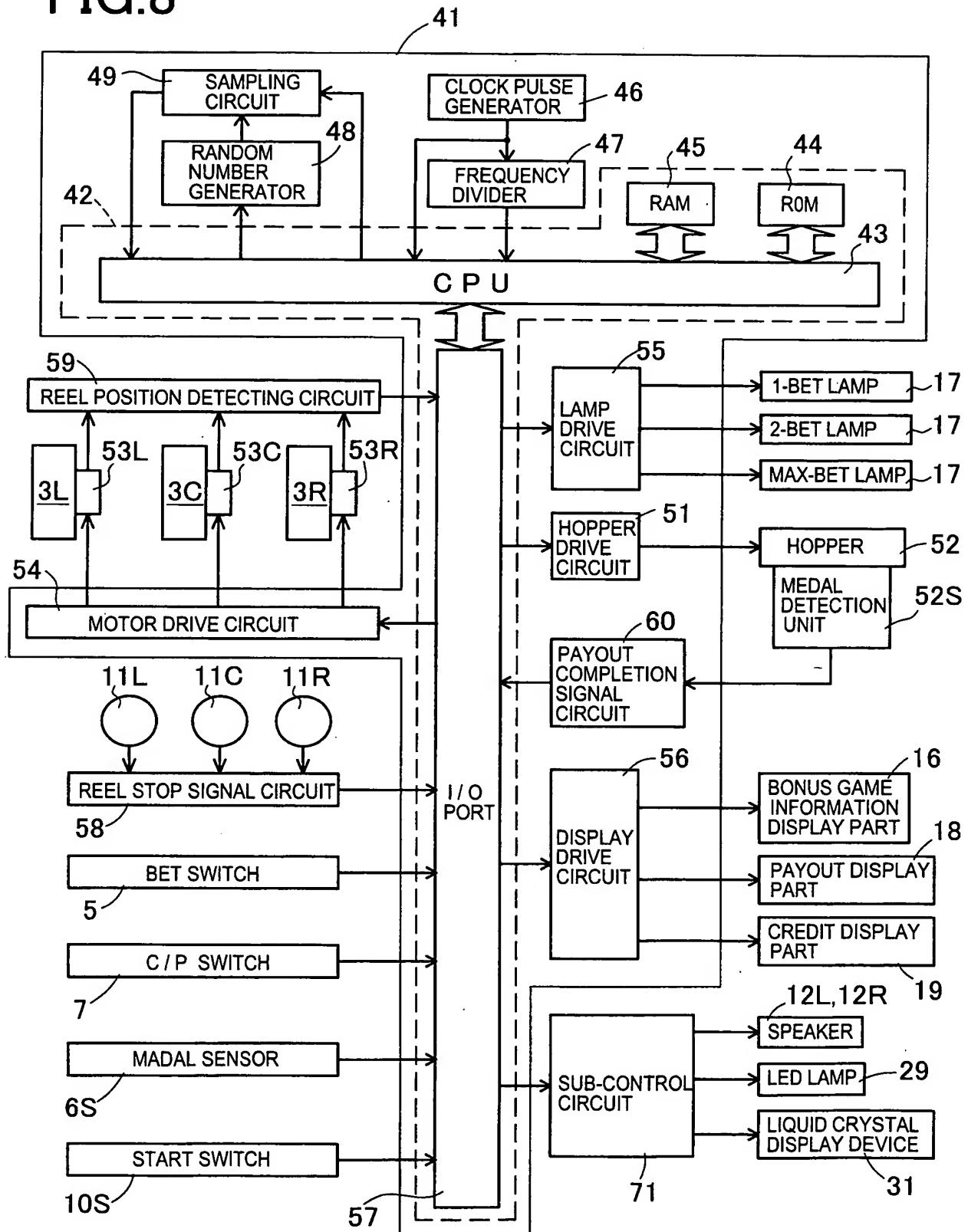


FIG.9

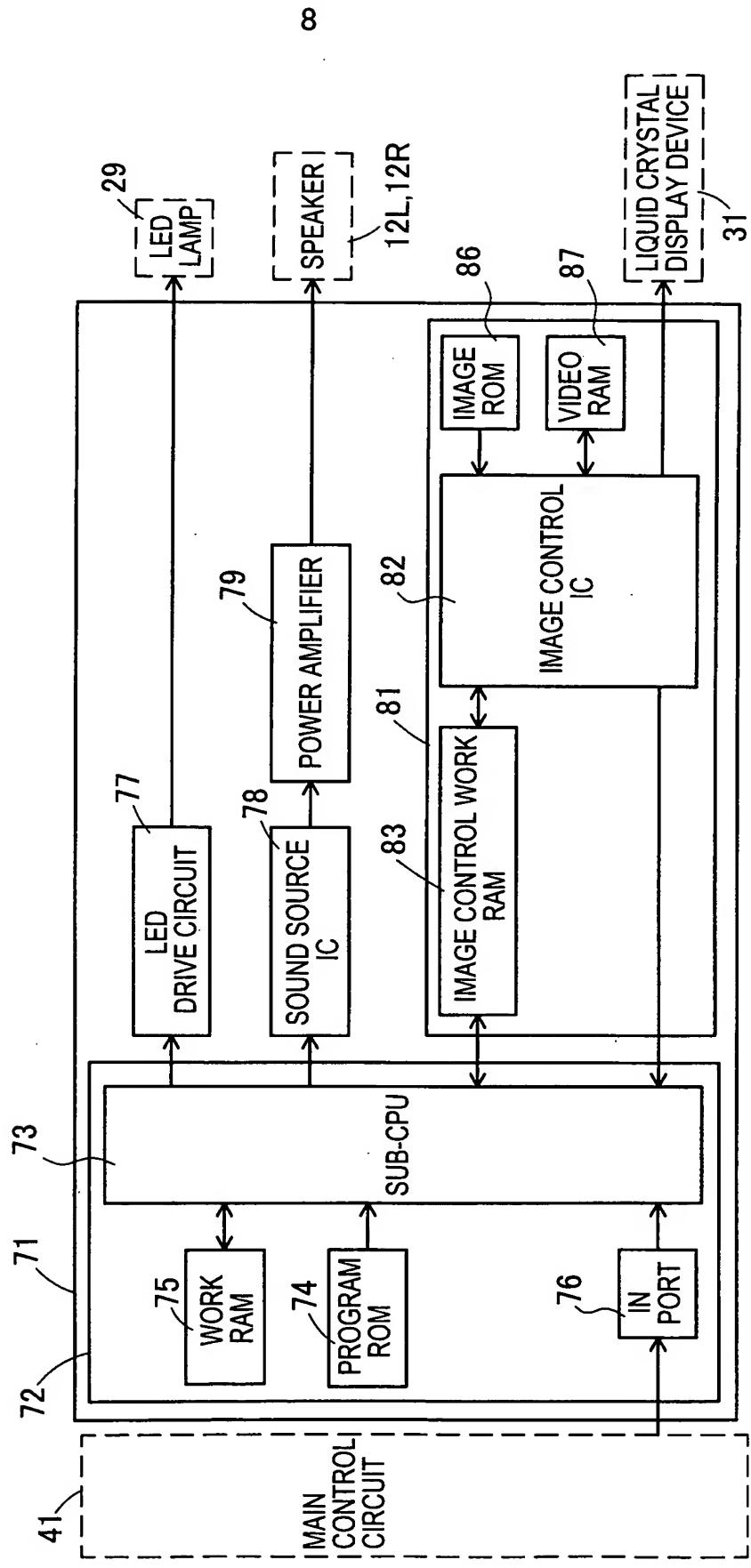
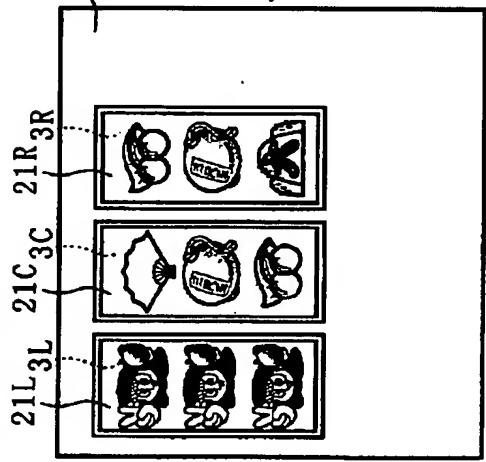
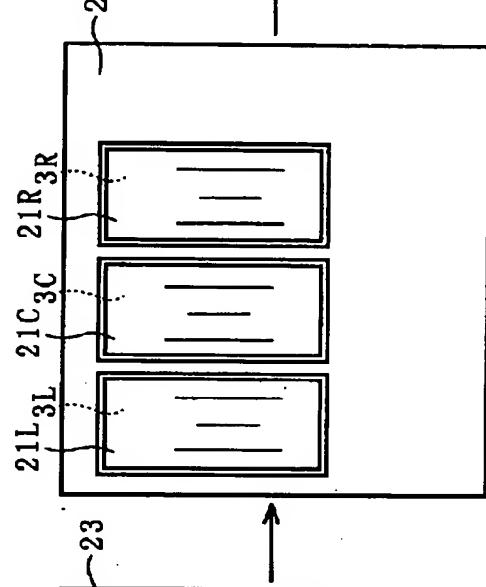


FIG.10

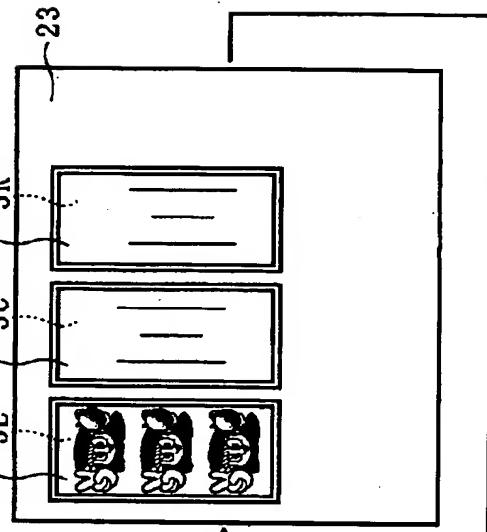
(1) SYMBOLS OF ALL REELS ARE STOPPED AND DISPLAYED
 21L 3L 21C 3C 21R 3R



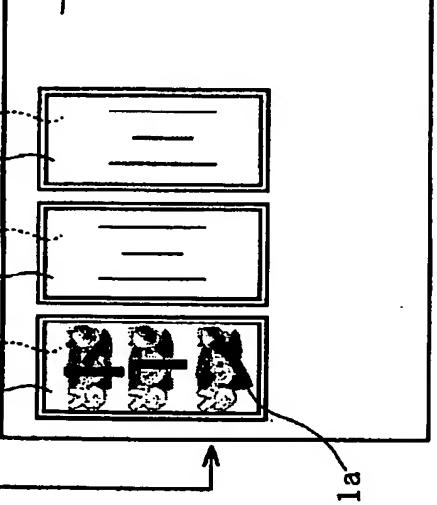
(2) START OPERATION



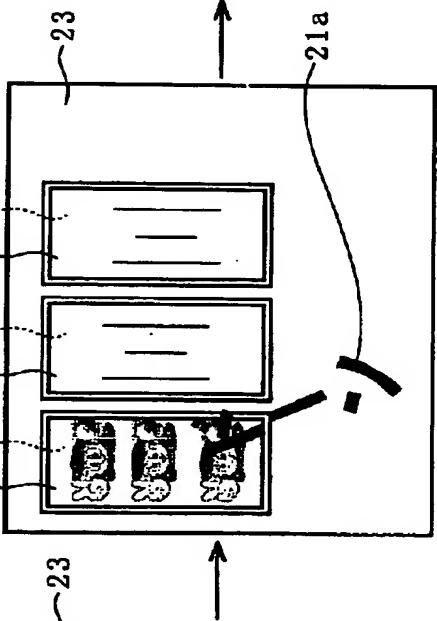
(3) AFTER BBB IS INTERNALLY WON AND FIRST STOP OPERATION IS CONDUCTED (OPERATION OF LEET STOP BUTTON)
 21L 3L 21C 3C 21R 3R



(4) "ドーン" (GAME INFORMATION) IS DISPLAYED ON SYMBOL DISPLAY AREA
 21L 3L 21C 3C 21R 3R



(5) "ドーン" IS MOVED



(6) "ドーン" IS FIXED

